

bonvenon

for laurie spiegel

(2022)

rachel devorah wood rome

According to the Drake equation, humanity is unlikely to be the only advanced technological civilization in our galaxy. How would contact with another civilization rerender what it means to be human?

bonvenon for laurie spiegel (2022) is immersive creative research into what communication with another civilization might sound like to humans.

The hornist and the live electronics player transfigure archival audio materials in real-time from Messiaen's "Appel interstellaire"(1971); Blind Willie Johnson's "Dark was the night, cold was the ground"(1927); The Cornell Lab of Ornithology's "Wood Thrush" recording collection (2016-2020); a sun data sonification by A. Kosovichev from the Stanford Experimental Physics Lab/ESA+NASA Solar and Heliospheric Observatory (1997); as well as an original sonification of prime Pythagorean triangles by the composer recorded by Driftless Winds. Visual materials are collaged by the composer from Voyager Golden Record (1977), Arecibo message (1974) archives, and improvisation by Darryl Davis of the Hayden Planetarium, Museum of Science (Boston) based on the sonic materials.

General Technical Description of Performance:

- 12:30" fixed video is projected for audience in the hall
- 12:30" fixed stereo audio track is heard in PA system
- Hornist and live electronics player perform on stage together (below or beside video projection)
- Live electronics player is heard in the hall *locally* from a stage monitor beside them
- One sound source for live electronics player is a microphone picking up the hornist
- Hornist and live electronics player need a cue from hall engineer for when fixed video and stereo audio begins

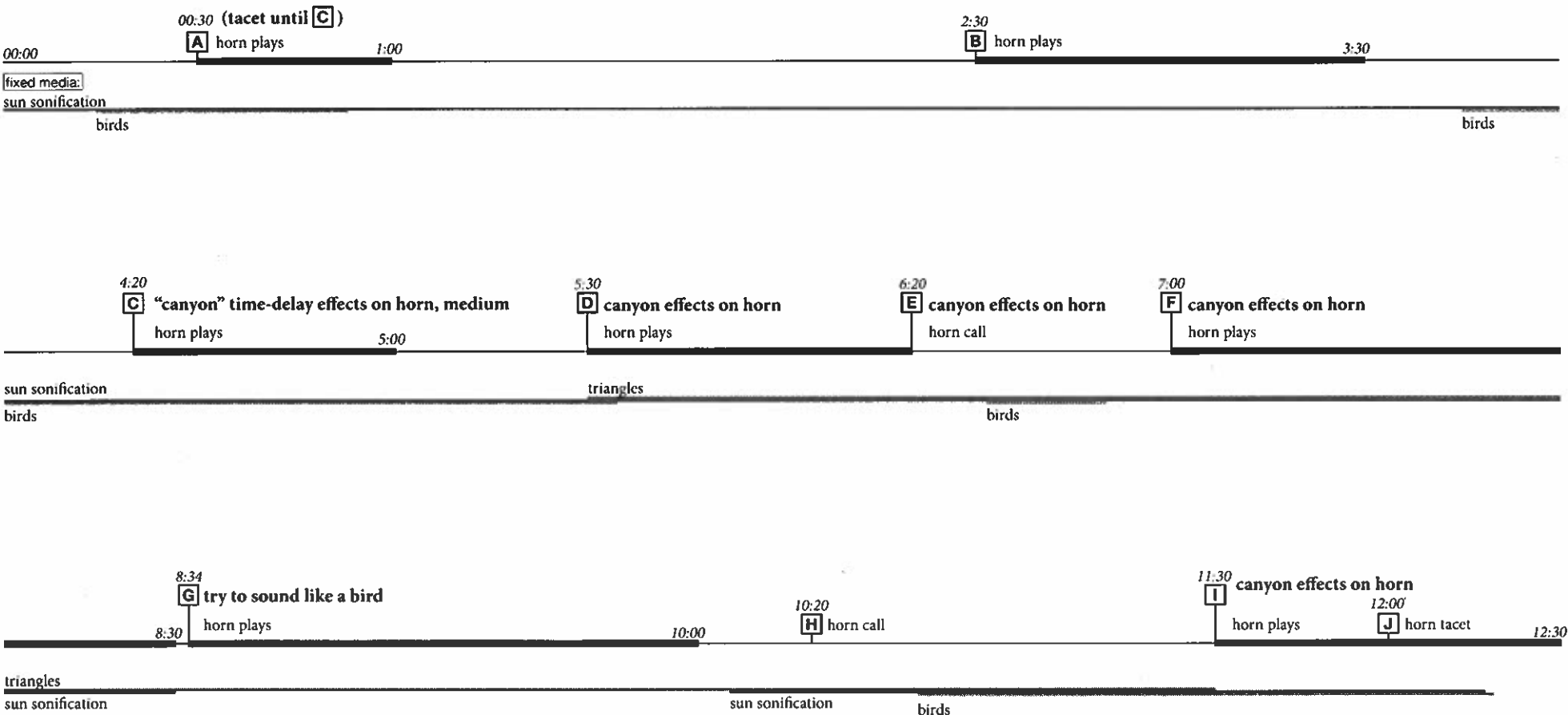
Mixed Electronics

BONVENON

for horn and mixed electronics

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Horn in F

BONVENON

for horn and mixed electronics

Rachel Deborah Wood Rome

(2022)

00:00

00:30 **A** gently $\text{♩} = 44$

(ad lib) T_2^1 ppp pp 1:00

2:30 **B** $\text{♩} = 112$ flutter short
flutter long
 $\text{♩} = 60$ T_2^1 ppp pp ppp
 T_2^1 mp legato short

3:30

4:20 **C** ad lib breath, long tones

T_2^1 5:00

*the sound of your horn will be processed to imitate the delay of a canyon

5:30 **D**

T_2^1

6:20 **E** majestically $\text{♩} = 116$ ff

7:00 **F**

T_2^1 sim. a **D** ma 2-3 note gestures.

8:30 **G** IMPROVISE FREELY

(canyon effects) (no processing) 10:00

10:20 **H** $\text{♩} = 60$ short
 T_2^1 p legato ppp

11:30 **I** flutter 12:00 **J** 12:30

T_2 pp mp ppp (canyon effects)